

Matthew Steffen

Leader with talents for communication and consensus-building. Interested in both Manager and I.C. roles.

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Skills

- **Engineering:** Extensive professional experience with C++, Java, and Go codebases, plus smaller projects in Typescript+React and Python. I am always excited to learn new languages and tools.
- **Management:** Managed up to five engineers and co-managed seven, and I have hired into backend and full-stack roles. I have strong written and verbal communication skills and wrote many of Pachyderm's internal templates, handbooks and guides.

Experience

SentiLink

Staff Software Engineer

Remote

March 2025 – Jan 2026

- Developed new dependency testing framework and worked with teams across the company to add dependency test coverage to all services.
- Developed new technical strategy for protobuf API development to improve development velocity on microservices, and implemented tooling to support this strategy. I worked with teams across the company to adopt these tools and overall technical strategy for their services.

Hewlett Packard Enterprise (via Pachyderm acquisition)

Software Engineering Manager

San Jose & Remote

March 2023 – Nov 2024

- I was designated a Key Employee when HPE acquired Pachyderm in 2023.
- Led Integrations team to deliver a complete rewrite of our Jupyter extension, to meet the security requirements of HPE's customers. Starting in June 2024, co-managed a team of seven engineers, after HPE re-organized Pachyderm into this single team.

Pachyderm

San Francisco & Remote

Pachyderm was an integrated distributed filesystem, large-scale version control system, and pipeline orchestrator. By processing only changed data during each run, it cut the cost of our customers' pipelines by 90% or more.

Software Engineering Manager

Jan 2022 – Feb 2023

- Led development of our JupyterLab extension, which allowed data scientists to bring huge datasets into Jupyter and push Jupyter notebooks back into our pipeline orchestrator. Delivery required bringing end-to-end expertise into the team, including design, frontend and backend engineering, and ops.
- Contributed to design reviews and stayed in our on-call rotation throughout my tenure as manager.

Software Engineer

Aug 2016 – Dec 2021

- Implemented our first authorization system, a complete rewrite of our pipeline controller, and other major improvements (Go, Kubernetes). Acted as sales engineer and support through delivery, as needed.
- Started new Integrations Team, building connectors between Pachyderm and other AI/ML products (Kubeflow, Spark, and others). Acted as tech lead through its growth to five engineers.

Google

Software Engineer

Mountain View, CA

Aug 2011 – July 2016

- Independently maintained a legacy authorization service used by Search, YouTube, Docs, and other products through 2012 (Java). Joined [Zanzibar](#) in 2013 as the fourth engineer, migrating users from the legacy service and adding necessary features and improvements (C++). Contributed to Cloud IAM in late 2015 and 2016.

Education

University of Chicago

BS in Computer Science and Mathematics

Chicago, IL

2007 – 2011

- ICPC World Finalist (2010, 2011) and USA Powerlifting Collegiate National Finalist (2011)